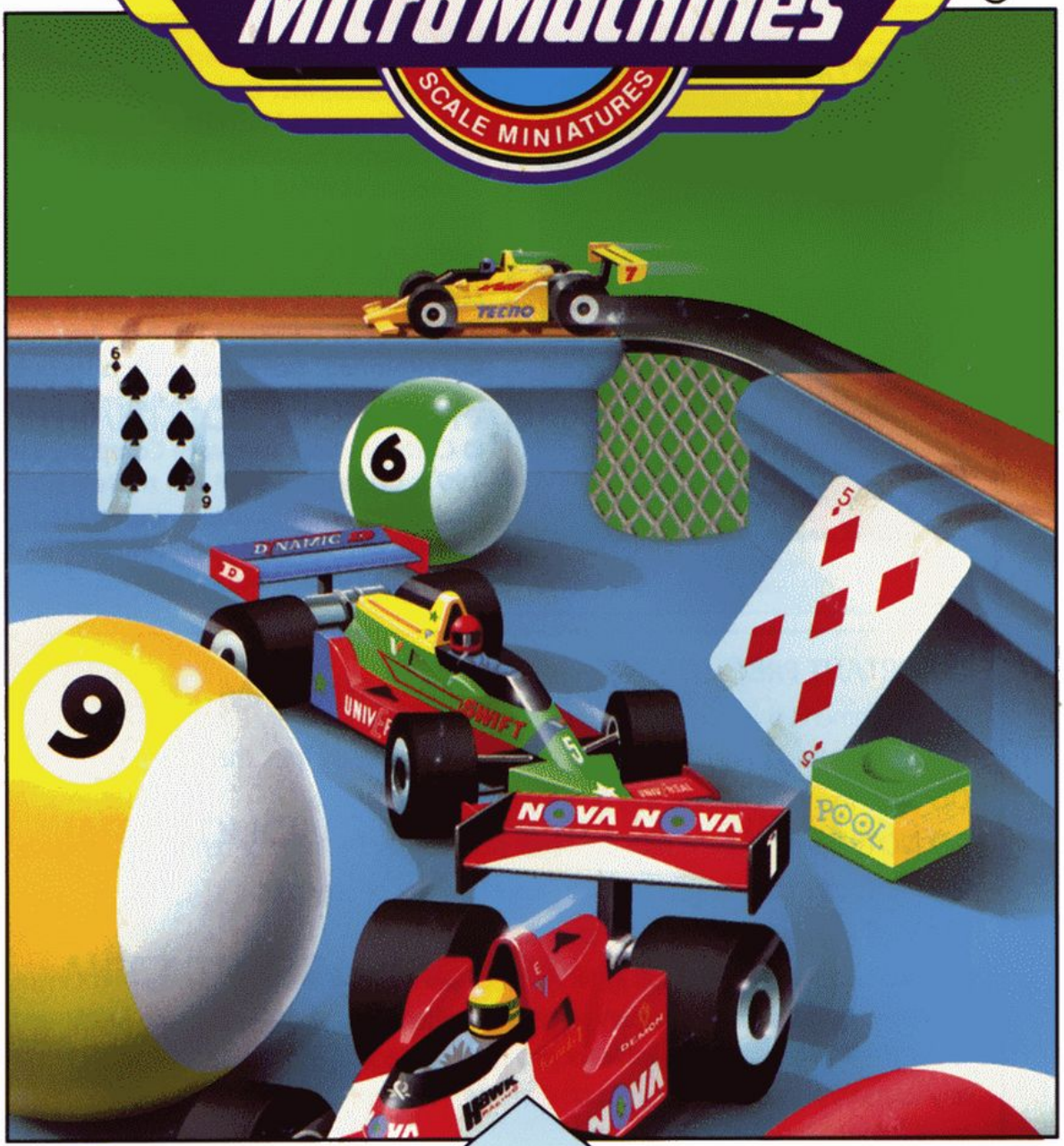
THE ORIGINAL

Micro Machines®

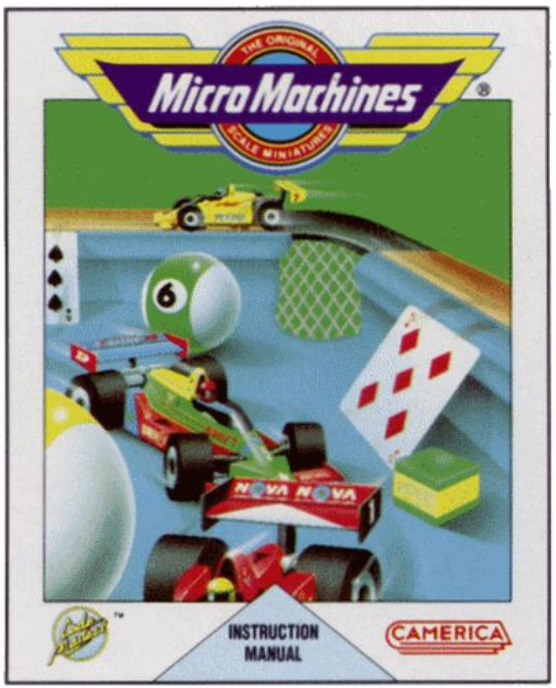
SCALE MINIATURES



Code Masters™

INSTRUCTION MANUAL

CAMERICA



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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also, to avoid eye strain, play the game at a reasonable distance from the T.V.

DO NOT touch the connectors or get them wet or dirty.

DO NOT clean this game with benzene, alcohol, paint thinner or other such solvents.

DO NOT store the game in places that are very hot or very cold.

DO NOT hit it or drop it or attempt to take it apart.

DO NOT use on a FRONT OR REAR PROJECTOR TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode. Camerica™ will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage. Please contact your TV manufacturer for more information.

2 HOW TO PLAY MICRO MACHINES®

4 PARTS OF THE JOYPAD

6 MICRO MACHINES® ONE PLAYER

10 MICRO MACHINES® TWO PLAYER

13 INTRODUCING THE MICRO MACHINES®

17 MEET THE CHARACTERS

HOW TO PLAY MICRO MACHINES®

Micro Machines® is a car racing game where you get to race 9 different Micro Machines® in 32 different tracks, each in 9 different environments. There are 11 different characters to compete against, each with his own skill level and character.

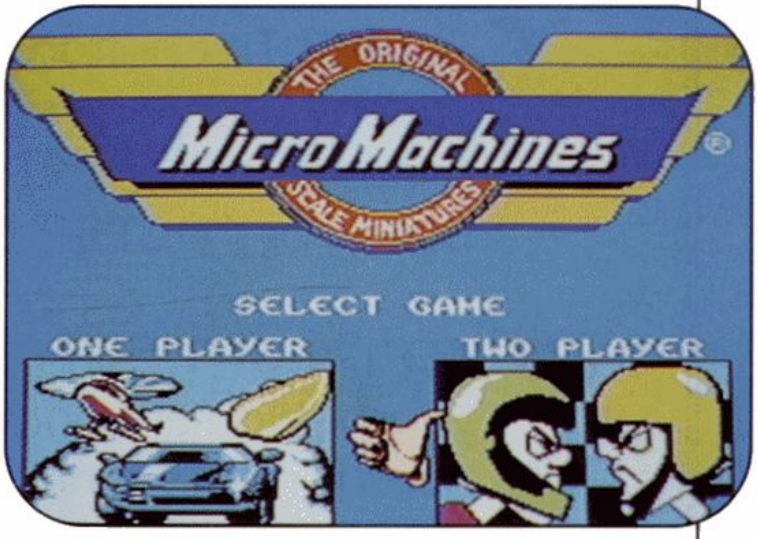
In MICRO MACHINES® CHALLENGE (the one player game) as long as you keep winning you will race against all eleven characters on progressively more difficult tracks. The idea is to knock out every one of the characters until none remain, leaving you as the Micro Machines® Champion.

In the two player game you can race against a friend or a group of friends one at a time. There are only two cars on the track at a time and the race is over three laps of the course.

See chapters on different games for more details.

GETTING STARTED

First of all use the SELECT button to point the hand in the centre of the screen at your selection.



Push the START button to choose the game you have selected then read the part of this booklet which helps you with that game. After a reset; without turning the deck off, you will find that the selection hand already points at your last selection and you can just press START to play that game again.

PARTS OF THE JOYPAD

- **SELECT** This button is only used on selection screens to change your selection before choosing the option you want with the A button or the START button.

- **LEFT/RIGHT** Using left and right will turn your vehicle anticlockwise or clockwise. It doesn't matter whether your vehicle is pointing up or down. You can practice this in the qualifier race in the Micro Machines® Challenge.

- **A BUTTON** – (Accelerate) Holding down A will make you accelerate until you reach full speed.

- **B BUTTON** – (Brake/Reverse) If you are moving forward the B button will slow you down. If you have already stopped then this button will move you backwards.

- **START** – Press START to pause and unpause the game.

- **A and B Together** – You will only need to do this in the Tanks race where pressing A and B together will make the Tank fire.

THE RULES OF THE MICRO MACHINES® CHALLENGE

In The Micro Machines® Challenge you get to race all the different Micro Machines® in their own individual environments, building up your collection of Micro Machines® in your display case shown at the beginning of each race.

During the race the car order is shown in the top left hand corner of the screen as a column of colored dots representing the colors of the cars. The race lasts for 3 laps.

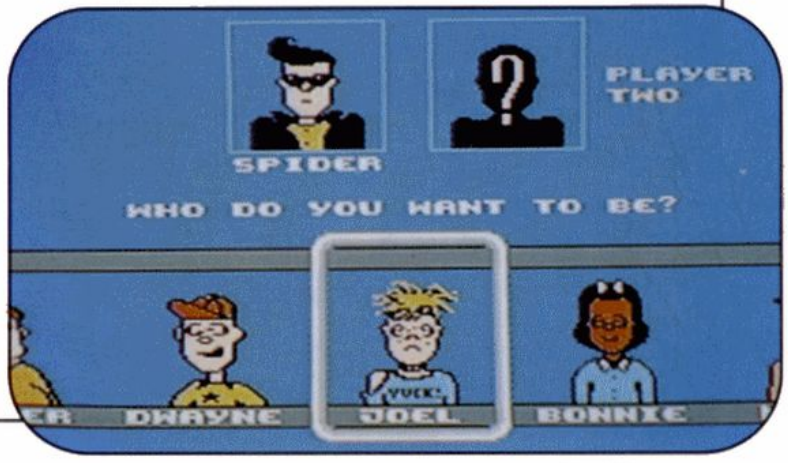
FIRST or **SECOND** place in a race means you qualify for the next race on a different track with a different vehicle. **THIRD** or **FOURTH** place means you lose a chance and have to race the same track again. You start with three chances, and if you lose them all then it's **GAME OVER!**

CHOOSING YOUR CHARACTER

After selecting the Micro Machines Challenge, you have to select the character you want to be for the whole challenge. Pressing **LEFT** or **RIGHT** on the control pad will move you through the characters. Press **A** to choose a particular character... press **START** to continue... or **B** to cancel your choice.

QUALIFIER RACE

The first race is a qualifier, where you get the chance to perfect your racing skills in the bathtub.



CHOOSING YOUR OPPONENTS

After qualifying you must choose the three characters that you'll race against in the first challenge round. Do this the same way that you choose your own character.

Later on as your opponents drop out you will have to choose their replacements. As you get better you can save the worst characters for the later races and eliminate the good drivers in the earlier rounds.

INTRODUCING THE RUFF TRUX TIME TRIAL...

Whenever you have come first in THREE races you get the chance to compete in this special stage and earn an extra life. Driving your all terrain Ruff Trux you've got to complete one lap of a specially difficult track within a set time.

If you fail to finish before the timer runs out you don't get the extra life but you don't lose any lives for trying.

PLAYING MICRO MACHINES® TWO PLAYER GAME

Both players must first choose which character they want to be. Player 1 has first pick, and each player must use their own controller. You make your selection with BUTTON A or cancel your selection at any time by pressing B.

Next you must choose if you want just a SINGLE RACE or a TOURNAMENT. In the SINGLE RACE game you choose which Micro Machines® vehicle you both want to use and then race. In the TOURNAMENT you both race a random selection of Micro Machines® in their environments one after the other. The first player to win 4 races is the tournament champion.

HANDICAPPING

If one of you is a lot older or more experienced than the other then choosing Annie, Mike or Walter will handicap that player in the two player game to give the other player a fighting chance. Annie has a slight handicap, Mike a larger handicap and Walter has a big handicap.

SCORES

The scores and ratings on the Results Screen are affected by the results of SINGLE RACE games as well as TOURNAMENT games and will not be zeroed unless the console is turned off (a reset won't affect it).

This means that you can make up competitions for more than two players if each player sticks to one character and then you play a series of SINGLE RACE two player games.

HOW TO WIN THE TWO PLAYER GAME

- Eight colored lights are shown in the top left corner of the screen.

  At the start of the game each player will see that four of the lights are the same color as each of the Micro Machines®.

- Whenever one of the players gets a whole screen length in front of the other they will win a bonus. One of the loser's lights will turn to the winner's color.

- When one player has all eight lights showing their color then they have won the race.

- If neither player has all eight lights at the end of three laps then the player with the most lights showing their color wins.

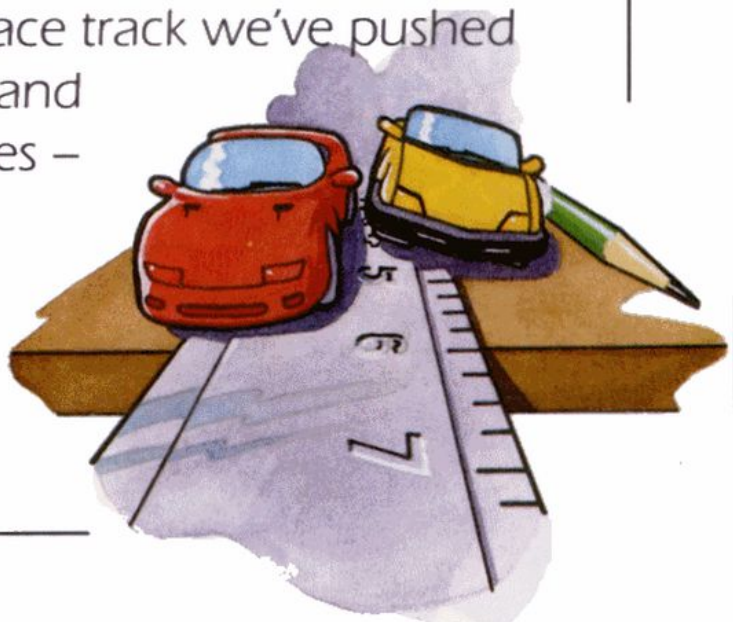
- If both players' lights are equal at the end of three laps then the game becomes a SUDDEN DEATH PLAY-OFF and the next player to win a bonus light will win the game.

INTRODUCING THE MICRO MACHINES®

Each type of Micro Machines® vehicle races in its own special environment with its own hazards and features. The real life handling qualities of each type of Micro Machines® vehicle has been carefully reproduced to turn these toys into a real life experience. Enjoy each of the following Micro Machines®, and remember **– they're just like the real thing!**

SPORTS CARS

To make a great Sports Car race track we've pushed some school desks together and added some excellent features – watch out for dangerous bridges between desks and mega jumps across yawning gaps!

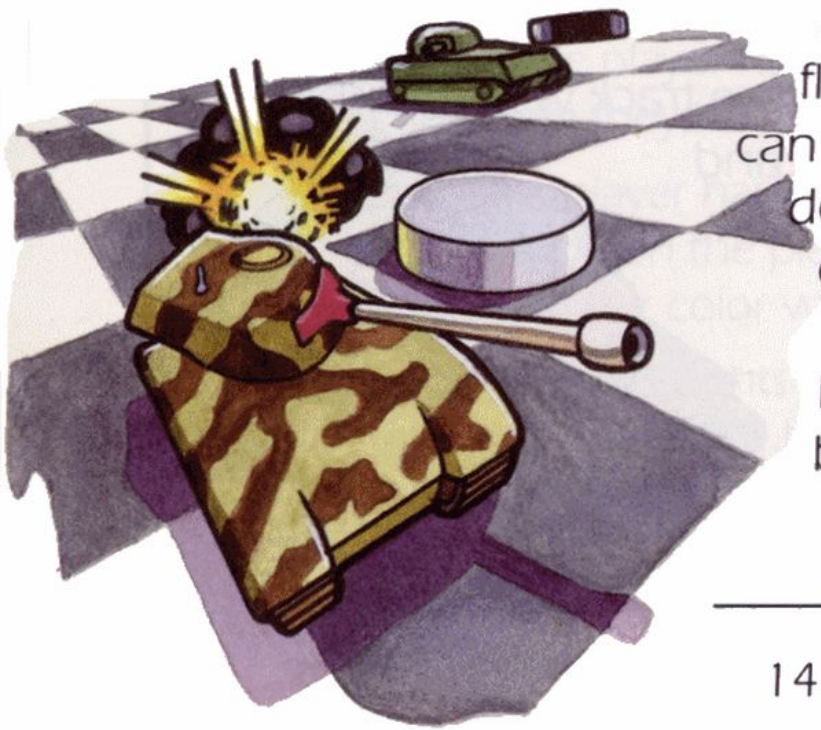


HIGHWAY WARRIORS®

We move to the garage floor for this race – you've got to be a great driver to compensate for the tricky handling of these road-going rhinos.

If you drive into another car fast enough you will explode so be careful.

TANKS



The only place to properly race a Tank is on your bedroom floor. These miniature tanks can fire at each other, but they don't like corners – it's all too easy to find yourself locked into a sticky situation. Remember you can always back-up in a tight situation.

CHOPPERS

These flying Micro Machines® can take a while to get used to. Be careful not to fly wide on the corners or be blown off course by the fan heater!

FORMULA ONE RACING CARS

The scene is a pool table. These high-powered, high-speed Micro Machines® stick to the road like leeches and corner like a dream.

TURBO WHEELS™

The setting for the incredible bouncing baja buggy race is the sandpit in the yard.

Ride 'em out over sand castles, mini dunes, moats and bridges – but watch out for the shovel!

POWER BOATS

These Micro Machines® do their thing in the bathtub, where they have to contend with a whirlpool over the plughole, discarded shampoo bottles, rubber ducks and many more hazardous bathtime objects

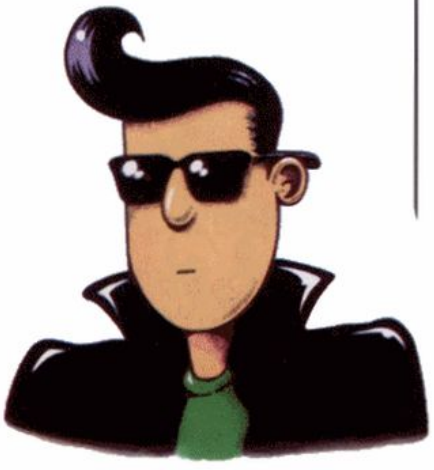
FOUR BY FOURs

You need some real mean wheels in this race. It's breakfast time at the kitchen table – you've got cereal, waffles, super sticky maple syrup, spilled milk, OJ and more to contend with... **looks like Armageddon in the kitchen!**

MEET THE CHARACTERS

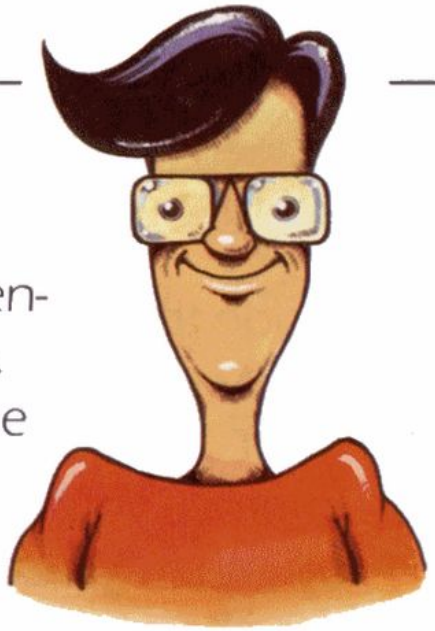
Inside the game you'll meet twelve new friends, each with a character, look and driving style of their own... In the Micro Machines® Challenge you can improve your chances of reaching the higher levels by carefully selecting the order in which you race the characters.

Once you have played for a while you can choose the harder opponents like Spider and Cherry first so that they get knocked out before the harder and more difficult levels.



SPIDER is just so coo-ool. The kind of guy that takes calculated risks and never breaks a sweat. Spider is considered to be the best of the characters. Eat his dust!

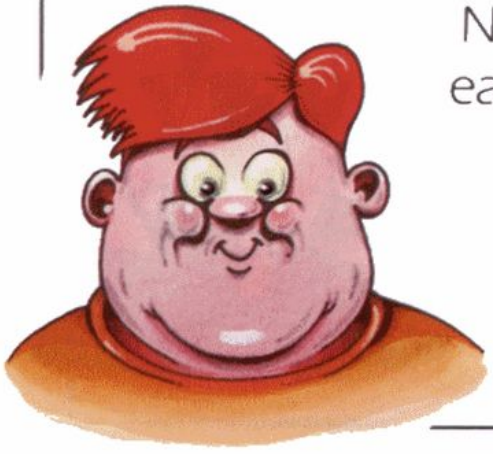
MEET THE CHARACTERS



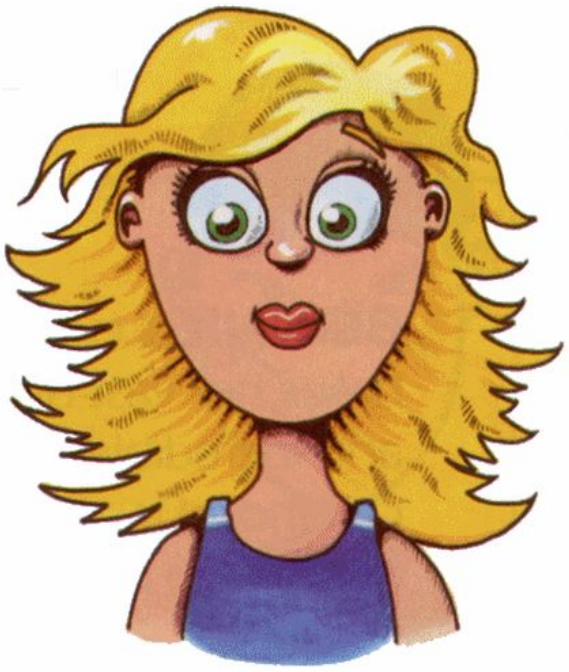
MIKE This is Mike's first try at Micro Machines® racing. He used to concentrate on scuba diving in the bathtub. Now he knows he's on his way to the top, and he's prepared to take risks.

Don't count him out of ANY race especially the boat section where his early training keeps him in contention.

WALTER is a very cautious driver – recent problems with his parents have kept him out of any kind of racing for the last two weeks. Now Walter's back but he has to take it easy for a while after his recent trouble.



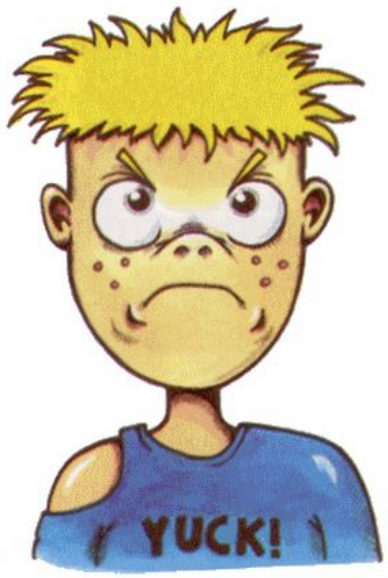
He's sure that slow and steady wins the race. You'll never find him blowing out in a 360!



CHERRY is blonde and beautiful, but watch out for the temper tantrums – she doesn't like losing.

The last time she lost, the winner spent the next 2 weeks lying about how he got a black eye.

JOEL is a spoiled brat who will push and shove his way to the front. Watch out for him in the risky areas of each track. Joel's favorite tactic is to wait just behind on the fast corners and push his opponent into a barrier or over the edge on the outside.



BONNIE's cute appearance belies her vast driving experience and incredible skill. Her early childhood was spent specializing in demolition derby.

She may have switched to a less destructive kind of racing now but old habits die hard!

DWAYNE is the wild card. He's very unpredictable on and off the track. Lunatic or Genius? We don't really know... Watch out for Dwain close to the end of the race. He keeps his strength for the finish and will take merciless advantage of any minor slip you make.

CHEN never gives anything away – he's a picture of poker-faced perfection. His history is shrouded in mystery. His friends believe him to be in contact with mystic eastern powers. His enemies believe him to be a clever cheat.

ANNIE looks so sweet and defenseless, but that just hides her vicious driving style. Annie is cool and calculating. She waits for her chance and strikes like a snake.

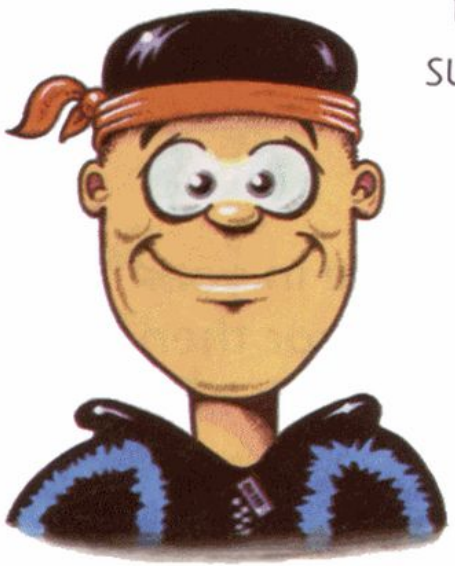
If you see Annie in your rear view mirror then watch out!

MEET THE CHARACTERS

JETHRO is very experienced and constantly varies his driving style to produce a surprise win just when you least expect it.

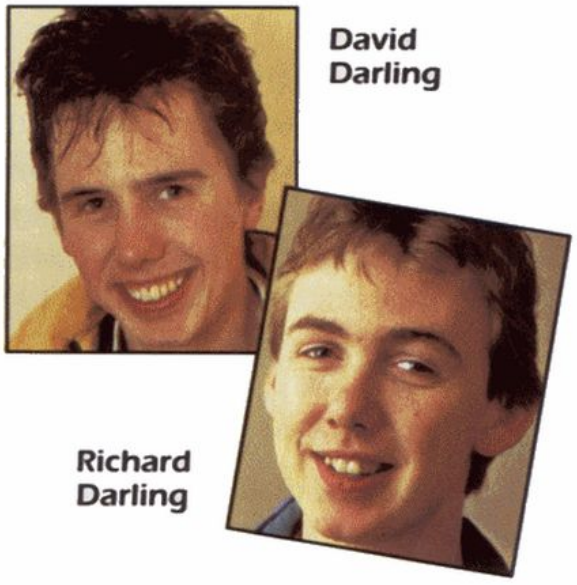
Jethro loves the Tanks best and would rather that everybody else is in front of him so he can blow them away.

EMILIO will do anything to win. He's sneaky, and though he's never been caught, we're sure that he cheats. Another sore loser. Under that competitive, aggressive, sneaky façade Emilio is really a dirty low down mean kind of guy who considers no tactic too low.



ABOUT CODE MASTERS™ AND ITS YOUNG FOUNDERS

David and Richard Darling started writing video games while they were in their early teens and still at school in England. From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be run away best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!



David Darling

Richard Darling

David and Richard formed CODE MASTERS™, their own company, in October 1986. Within a year CODE MASTERS™ was the best selling games software publisher in the UK with over 12 number one best sellers. CODE MASTERS™ has dominated the UK charts.

Over thirty of the world's best games people work at CODE MASTERS™' global headquarters, a 96 acre farm in the heart of rural England. CODE MASTERS™ has the resources, the expertise and the drive to bring you the very best in video game entertainment, and that's exactly what Richard and David aim to do!

CAMERICA LIMITED INC., LIMITED WARRANTY

Camerica Limited Inc., ("CAMERICA") warrants to the original purchaser only of this Camerica™ game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica™ game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT.

Camerica™ agrees for a period of ninety (90) days to either replace or repair, at Camerica's™ option, free of charge, the Camerica™ game cartridge found not to meet Camerica's™ express warranty, postage paid with proof of date of purchase.

Replacement of the game cartridge found not to meet Camerica's™ express warranty and returned to Camerica™ by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica's™ warranty obligations and is the purchaser's exclusive remedy

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or uses of trade are all expressly disclaimed.

In no event will Camerica™ be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this Camerica™ game cartridge.

The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty or conditions last, so the above limitation or exclusion may not apply to you. Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law if any jurisdiction and such provision shall be severed from the rest of these terms.

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COMPLIANCE WITH FCC REGULATIONS

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions.

(1) This device may not cause harmful interference, and

(2) This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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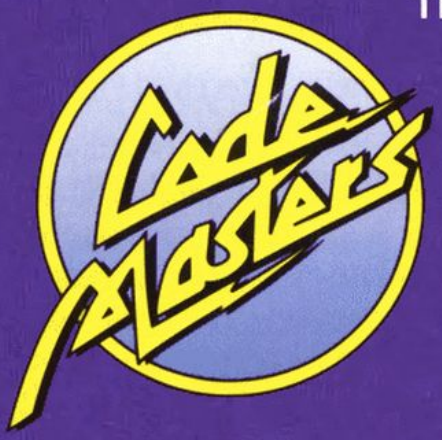

ABSOLUTELY BRILLIANT!

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